AMENDMENTS TO THE CLAIMS

Listing of Claims:

This listing of claims will replace all prior versions and listing of claims in the application.

1-21. (Cancelled)

22. (Withdrawn) A method for transferring gaming data on a global computer network comprising:

receiving player identification information from outside of a gaming establishment;

analyzing said player identification information;

requesting player input regarding a random event;

receiving and analyzing said input;

generating a random number within said gaming establishment;

interpreting said random number to determine a text or graphical outcome; and

transmitting said outcome to a player through said global computer network.

23. (Withdrawn) The method of Claim 22, wherein said random event takes place in a microprocessor within a gaming machine located within said gaming establishment.

24. (Withdrawn) The method of Claim 22, wherein said random event takes place in a microprocessor within a gaming establishment server.

25.   (Withdrawn) The method of Claim 22, wherein said global computer network is the Internet.

26.   (Withdrawn) A method of receiving transferred data via a global computer network, comprising:

accessing a global computer network from outside a gaming establishment;

inputting identification information into said global computer network;

gaining access to a server within said gaming establishment;

requesting the generation of a random number, said random number being generated from within said gaming establishment; and

receiving a text or graphical outcome of said random number generation via said global computer network.

27.   (Withdrawn) The method of Claim 26, wherein said global computer network is the Internet.

28.   (Withdrawn) The method of Claim 26, wherein said generation of said random number is accomplished at a gaming machine within said gaming establishment.

29.   (Withdrawn) The method of Claim 26, wherein said generation of said random number is accomplished at a gaming establishment server.

30.   (Withdrawn) The method of Claim 26, wherein the step of receiving is accomplished via said global computer network.

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31.   (Withdrawn) The method of Claim 26, wherein the step of receiving is accomplished through the Internet.

32.   (Withdrawn) An interactive site on a global computer network comprising:

a page including one or more game choices to allow a player to participate in a remote random event;

data means to input data;

outcome means to receive text or graphical outcomes of a remote random event; and

notification means to notify said player of said outcomes.

33.   (Withdrawn) The interactive web site of Claim 32, wherein said page is an Internet-based World Wide Web page.

34.   (Withdrawn) The interactive web site of Claim 32, wherein said remote random event occurs in a slot machine.

35-36. (Cancelled)

37.   (Currently Amended) A remote gaming method comprising:

accessing, via a remote terminal, a gaming site on a global computer network connected

to said remote terminal;

providing, via said remote terminal, personal identification information to said gaming

site;

selecting, via said remote terminal, a game of chance on a gaming machine located at a

gaming establishment for remote play, said remote terminal being located outside

said gaming establishment;

placing, via said remote terminal, a wager for playing said selected game; and

receiving randomly-generated text or graphical outcome data at said remote terminal for

said selected game, said outcome data being generated by the gaming machine at

said gaming establishment and relayed to said gaming site through a gaming

server connected to said gaming site.

38.   (Previously Amended) A remote gaming method using a gaming server, a remote

terminal, and a gaming site on a global computer network, said gaming server being located at a

gaming establishment, said remote terminal being located outside said gaming establishment,

said gaming site being provided on said global computer network, the method comprising:

receiving, at said gaming server, personal identification information, game selection

information, and wager information from a player accessing said gaming site via

said remote terminal, said remote terminal being connected to said global

computer network;

randomly generating outcome data at a gaming machine communicatively coupled to

said gaming server, said outcome data being generated for a game selected

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according to said game selection information, said gaming machine being located
at said gaming establishment;

receiving said outcome data at said gaming server; and

transmitting said outcome data from said gaming server to said gaming site for display to
said player on said remote terminal in text or graphical form.

39.   (Previously Presented) A method for playing a gaming machine located inside a gaming
establishment from a remote terminal located outside the gaming establishment comprising:

establishing a communication link between said remote terminal and a gaming site on a
global computer network, said gaming site in communication with a gaming
server for collecting outcome data from gaming machines located inside the
gaming establishment;

selecting a gaming machine at said gaming establishment using said remote terminal;

making a wager to play the selected gaming machine;

receiving outcome data, including game outcome, at said remote terminal resulting from
a play of said gaming machine; and

generating a payout if said game outcome meets predetermined criteria.

40.   (Previously Presented) The method of claim 39 wherein said outcome data comprises
information identifying the value of said payout; and further comprising the step of using said
payout information to simulate a display of said game outcome at said remote location.

41.   (Previously Presented) The method of claim 39 further comprising using said outcome
data to simulate a display of said game outcome on said remote terminal.

42.   (Previously Presented) The method of claim 39, wherein said selected gaming machine comprises a slot machine and wherein said game outcome data includes a reel position.

43.   (Previously Presented) The method of claim 39 wherein said selected gaming machine comprises a video poker machine including a display for displaying a poker hand.

44.   (Previously Presented) The method of claim 39 wherein said step of receiving outcome data includes receiving outcome data from a plurality of gaming machines for remote play.

45.   (Previously Presented) The method of claim 44 wherein said step of receiving outcome data includes receiving a gaming machine identifier.

46.   (Previously Presented) The method of claim 44 wherein said step of receiving outcome data includes receiving a gaming machine type.

47.   (Previously Presented) The method of claim 44 wherein said step of receiving outcome data includes receiving player preferences.

48.   (Previously Presented) The method of claim 39 wherein said selected gaming machine comprises a slot machine and wherein said game outcome comprises information identifying a reel position of said gaming machine; and further comprising the step of using said outcome information to display said reel position on said remote terminal.

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49.   (Previously Presented) The method of claim 39 and further including the steps of receiving a player identifier; and transmitting said player identifier for identification of said player.

50.   (Previously Presented) The method of claim 39 wherein said game outcome results from the server initiating game play on the selected gaming machine.

51.   (Previously Presented) The method of claim 39 wherein said game outcome results from the manual game play on the selected gaming machine.

52.   (Previously Presented) A remote computer for the remote play of a local gaming machine located within a gaming establishment and connected to a gaming server, the remote computer being located outside said gaming establishment, said remote computer connected to a gaming site through a global computing network served by said gaming server, said remote computer comprising:

a microprocessor;

memory connected to said microprocessor and including instructions for controlling said microprocessor; and

said microprocessor being operative with said instructions in said memory to:

receive information identifying a plurality of local gaming machines located within said gaming establishment from a gaming server;

transmit data selecting of at least one said plurality of local gaming machines for remote play;

receive a text or graphical outcome resulting from a local play of each said selected local gaming machine; and

generate a payout if said outcome meets predetermined criteria.

53.   (Previously Presented) The remote computer of claim 52 wherein said selected gaming machine comprises a slot machine and wherein said outcome includes a reel position.

54.   (Previously Presented) The remote computer of claim 52 wherein said operation of receiving information includes receiving information selecting at least two of said plurality of local gaming machines for remote play.

55. (Previously Presented) The remote computer of claim 52 wherein said operation of receiving information includes receiving a gaming machine identifier.

56. (Previously Presented) The remote computer of claim 52 wherein said operation of receiving information includes receiving a gaming machine type.

57. (Previously Presented) The remote computer of claim 52 wherein said operation of receiving information includes receiving player preferences.

58. (Previously Presented) The remote computer of claim 52 wherein said selected gaming machine comprises a video poker machine including a display for displaying a poker hand.

59. (Previously Presented) The remote computer of claim 52 wherein said outcome comprises data identifying the value of said payout; and further comprising the operation of using said payout data to simulate a display of said outcome at said remote location.

60. (Previously Presented) The remote computer of claim 52 wherein said outcome comprises information identifying a reel position of said selected gaming machine; and further comprising the operation of using said outcome data to display said reel position at said remote location.

61. (Previously Presented) The remote computer of claim 52 further including the operations of: receiving a player identifier; and transmitting said player identifier for identification of said player.

62.   (Currently Amended) A remote computer located outside a gaming establishment, said gaming establishment having a plurality of gaming machines linked by a gaming server, said remote computer connected to a gaming site through a global computing network served by said gaming server comprising:

means for receiving information identifying a plurality of local gaming machines each engaged in play within said gaming establishment;

means for transmitting data from said remote computer for selecting at least one of said plurality of local gaming machines for information transfer;

means for receiving a text or graphical outcome resulting from a play of said selected local gaming machines; and

means for generating a payout if said outcome meets predetermined criteria.